

CASKET WORKS

Casket Works

Issue

7

Fall
2001



In This Issue...

New Releases

Interview with the
CAV vamp...Dana Murphy


REAPER

The BRAIN PRESS

Talk
2001

DRAGONS DON'T SHARE

Listen well my weary traveling friend,
to a tale adventurous, sad and bold;
of Digger McGee's tragic End,
and the theft of Nathavarr's ancient gold.

He was a weaver of stories such as I,
a finder of treasure from dungeons deep;
Digger found the drake's lair on mountain high,
and chanced upon the dread worm in its sleep.



Digger was a dwarf stealthy, swift and strong,
dreaming himself rich from robbing the drake,
quick he ran from where he did not belong,
he laughed under breath and caused it to wake.

No twinkle of eye where mirth once did live,
ashes now, what was bone and hair,
no greater admonition did he give,
the final lesson is: Dragons Don't Share!

BOXED SETS

Limited to 2,500 units

The ill-fated attempt by
the noted dwarven
thief comes to life in
this vignette sculpted
by Bob Olley.

Product Number
10003

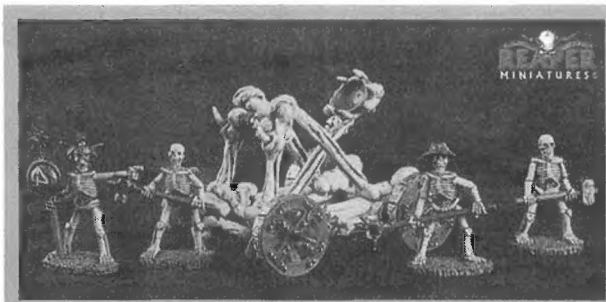
\$ 49.95



Made from the magical bones of a
dragon, this catapult is very deadly on the
battlefield. Sculpted by Jim Bainbridge
and Ed Pugh, this piece is a must for any
undead army.

Product Number
10004

\$ 19.95



Dragon Bone Catapult

THE COURT OF ABYST

The Court of Abyst

Product Number 10005
\$ 29.95



REAPER
MINIATURES



Kazael

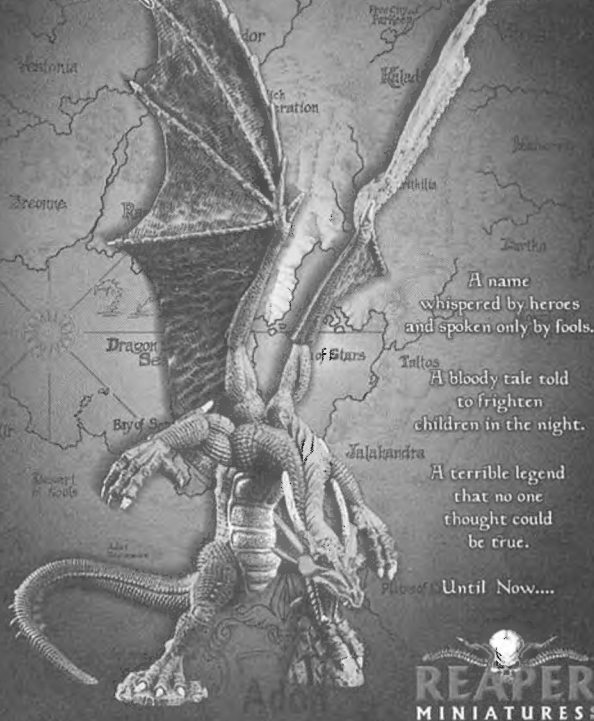
Vareesh

Abyst

Tolgh

Lirris

GAUTH



BOXED SETS

Our definition of what a
Dragon should be...
"Bad to the Bone"

Approximately 12" tall with
a wingspan of 16"

Sculpted by Jim Johnson

Product Number 10006

\$ 75.00

Angel warriors of Adon with
attitude. Suitable for kicking
malevolent butt.

Sculpted by Sandra Garrity

Product Number 10007

\$ 24.95



Take four dwarfs with an attitude
and give them a big gun! That's
right, no more short jokes about
your dwarven army.

Sculpted by Bob Olley

Product Number 10008

\$ 19.95



JETSAM & FLOTSAM



Where everybody knows your name...

Reaper just got some new offices. Subsequently, we had to move into them. Let me tell you about it.

I hate moving. Moving stinks! It's one of my least favorite things in the world to do. Have I made myself clear yet? First, you gotta pack up all your junk (and if you're a packrat like me, you have a lot) into boxes. During this time, you'll find stuff you don't even remember that you had. This is a critical juncture: chunk it or pack it? You think to yourself, "Do I need those rusty screws, or this issue of National Geographic from 1987? Oh, and am I really gonna need this zip lock baggie of full Taco Bell hot sauce? What if Taco Bell runs out of hot sauce? Then what am I gonna do?" And you know that if you keep it, you will never, ever use it. And if you actually did want to use it, it would be lost and you'd never find it again.

The boxing part sucks also. If you don't have any tape (there's never any around), you gotta do that box-lid-corner-folding-puzzle-contortion trap. Indiana Jones can't even figure this out. What do you call that, anyways? Solving Rubik's Cube was easier. And you know that as soon as you pick up that box full of Encyclopedias Britannica ...Boom! The bottom will fall out faster than a plumber's ass under a clogged sink.

Once all of your Taco Bell hot sauce and other sundries are packed up, you gotta do the actual moving part. Need I say more? Obviously this is the most laborious part of the moving process. I've noticed that men will pack bigger boxes of stuff, where women will pack smaller boxes. This goes to show you that men love to struggle under the weight of a 200-pound box, sweating like Gunga Din. It's manly. You ask your buddy if he needs any help with a box, and he's like, "Nah, I got it." Then his spine compresses and he falls unconscious beneath the box that he was carrying.

Finally, you've got everything moved. Your new area (office space, in my example) is completely full of boxes. Now comes the unpacking part. And it seems that you always need something right away, but you can't find it in the jumble of boxes that fills your area. I know, I know, you're saying I should've labeled my boxes. I would have, but I packed up my markers first. Live and learn, that's what I always say. Not really though.

But for now, I think I'll sit back and relax under the stars with a nice, tall glass of Taco Bell hot sauce.

What, you thought I'd let this stuff go to waste?

Ron

Reaper Miniatures is here for people who love gaming. Our catalog is aimed at people with a love of miniatures, and a passion for gaming. Our goal is to stroke our egos and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make great figures and embarrass the other companies with what we can do.

On the Cover:
"A Little Night Music" by Talin.
Music calls the gargoyles to gather.



Casket Works Issue 7

The Casket Works Bar

Bartenders: (Casketworks)

Ron Hawkins	Bartender
Dave Pugh	Bar Back

Drinks: (Employees)

Al Pare	Gin and Tonic
David Rogers	Coors Light
David Radford	Seven & Seven
Ed Pugh	Kamikaze
Gary Hoover	Tequila Shot
Glen Williams	Pan Galactic Gargle Blaster
James Burrell	Crown & Coke
Jeremy Allen	Surfer On Acid
Jon Walker	Towering Inferno
Kay Strickland	Scotch and Water
Kevin Williams	Black Russian
Matt Clark	Jack Daniels Shot
Matt Yamarino	Sex On The Beach
Mike Athey	Flaming Moe
Miriam Pugh	Amaretto Sour
Tanya Barrow	Mikes Hard Lemmonade
Terri Shelter	Jack & Coke
Tim Collier	Absinthe
Victoria Pugh	Margarita

The Bar: (Sculptors)

Ben Siens	Shot Glass
Bob Charrette	Champagne Glass
Bob Olley	Cigarette Machine
Bob Ridolfi	Lighter
Bobby Jackson	Fake ID
Ed Pugh	Jigger
Jason Wiebe	Fog Machine
Jim Johnson	Disco Ball
Julie Guthrie	Ice Bucket
Kevin Contos	Pay Phone
Mark Kay	Juke Box
Rene Perez	Napkin
Richard Kerr	Blender
Sandra Garrity	Spotlight
Steve Saunders	Margarita Machine
Todd Harris	Keg
Werner Klocke	Beer Stein

Garnish: (Artists)

James Burrell	Lemons
Talin	Pretzels
Mark Kidwell	Olives
James Holloway	Limes
James Neal	Onions
Ken Waller	Peanuts

Legal Stuff

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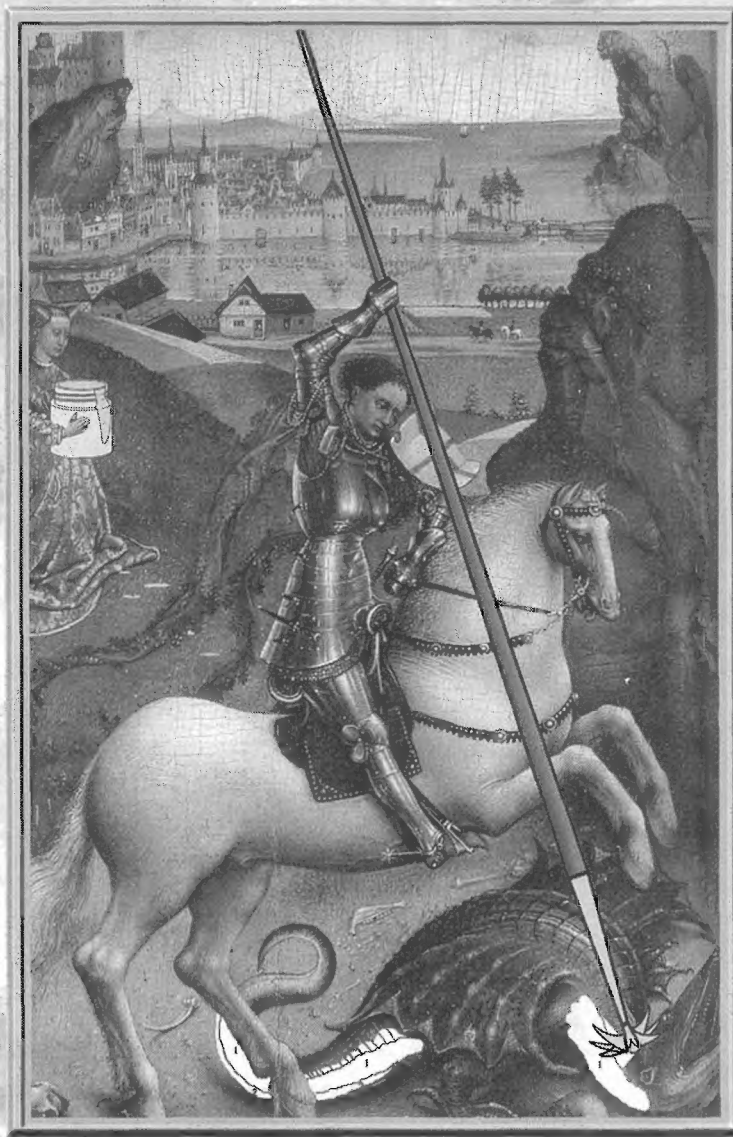
Bar Hours:

voice	(972) 434-3088	9am - 5pm CST
		Monday - Friday
fax	(972) 221-2481	
e-mail	reapermini@aol.com	
websites	reapermini.com - cavhq.com	

REAPER MUSEUM OF FINE ART

Paints

08001 Blood Red
08002 Firehawk Red
08003 Dragon Red
08004 Ember Orange
08005 Desert Gold
08006 Spring Yellow
08007 Sunlight
08008 Elven Green
08009 Kilt Green
08010 Emerald
08011 Plains
08012 Breonne Navy Blue
08013 Night Sky
08014 Dragon Blue
08015 Blue Ice
08016 Dark Purple
08017 Liche Purple
08018 Rose Quartz
08019 Armor Gray
08020 Ash Gray
08021 Granite
08022 Dove Gray
08023 Walnut
08024 Woodland Brown
08026 Volcano Brown
08026 Chestnut
08027 Hill Giant Brown
08028 Buckskin
08029 Caucasian flesh
08030 Fair Maiden
08031 Ruddy Flesh
08032 Dwarf Flesh
08033 Orc Flesh
08034 Ghoul Gray
08035 Olive
08036 Bloodstone
08037 Sea Foam



SAINT GEORGE PAINTING HIS DRAGON WITH PRO-PAINTS

Paints (Continued)

08038 Chestnut
08039 White Leather
08040 Linen White
08041 Dragon White
08042 Dragon Black
08043 Oiled Leather
08044 Slate
08045 Pink
08046 Maroon
08047 Slime
08048 Aged Red Brick
08049 Troll Flesh

Metallics

08101 Steel Plate Metallic
08102 True Silver Metallic
08103 Dragon Gold Metallic
08104 Bright Gold Metallic
08105 Brass Metallic
08106 Copper Metallic
08107 Blue Steel Metallic
08108 Green Steel Metallic
08109 Fire Glow Metallic
08110 Red Steel Metallic
08111 Gun Metal

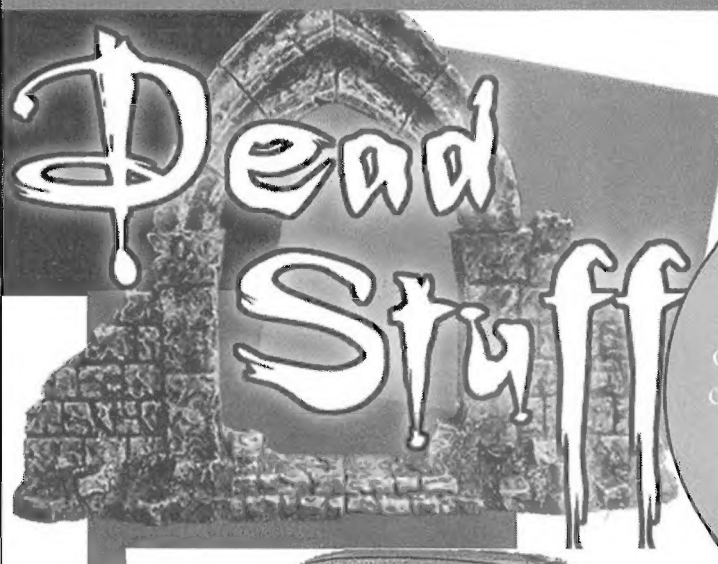
Inks

08201 Ruby Red Ink
08202 Emerald Green Ink
08203 Sapphire Blue Ink
08204 Lemon Yellow Ink
08205 Flesh Shading Ink
08206 Wood Shading Ink
08207 Black Ink Wash
08208 Ink Extender

PRO PAINTS

08001-08049	Paints	\$ 1.99
08101-08111	Metallics	1.99
08201-08208	Inks	1.99

3/4 Ounce Containers



Angels and Dragons and Pirates...Oh my!

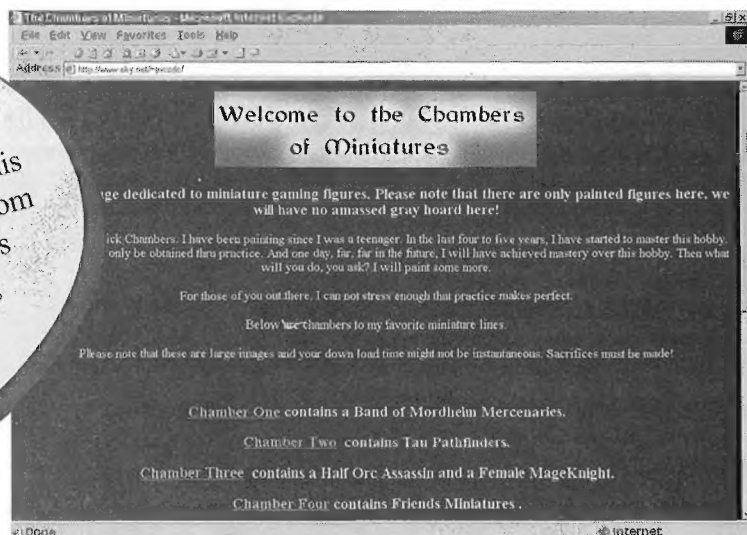
What do those three things have in common? Well, lots! First of all, those are our three newest boxed sets — 10007 Guardians of the Heavens, 10012 Kaladrax the Dire-Drake, and 10011 Pirates of the Dragonspine Sea. Second, they're all top-notch miniatures sculpted by the best in the business. Third, they all stay crispy in milk!

Reaper Dave Ties the Knot

In May of 2001, Reaper Dave Pugh was wed to his lovely bride Victoria Volkert. The two newly weds were married in a lovely ceremony before driving off in Dave's Pontiac Firehawk. Reaper was in attendance but was asked to leave after peppering the bride & groom with miniatures instead of rice. Reaper Ron was quoted as saying, "Well, at least it won't kill the birds."

OUR FAVORITE WEBSITES

This month, everyone needs to head on over to the Chamber of Miniatures. This is the website of Patrick Chambers, a fantastic painter from Missouri. When Pat's not painting Reaper minis, he's usually off entering painting contests and sweeping every category! Take a look, you'll be glad you did!



CAV Goes to Second Printing

We're pleased as punch to announce that CAV has sold out its initial print run and has gone to a second printing! The second printing will have some minor errata. ("Errata" is the plural of erratum. Erratum in Latin is erratus. FYI.) Check out the CAV section of the catalog for the newest CAV models!



Reaper Miniatures Dominates the Worldof Miniatures

It was decided at Reaper Miniatures that we needed to dominate the world of miniatures. The only logical way to achieve this would be to buy Microsoft Corporation. Negotiations are underway but so far they haven't accepted our offer of 25 Gauths.

DARK HEAVEN LEGENDS FINALLY LAUNCHES

At long last, it's here! In November 2001 we are finally releasing "The Eldest Son", the first module in our Dark Heaven Legends RPG line. Written by Robert Allen and Damon Dorsey, and illustrated by Talin and James Burrell, "The Eldest Son" is a real treat for GMs and players alike. Look for "The Eldest Son" in your favorite game or comic store soon!



Top 10

Ways to Annoy Wargamers.

1. Perform a play-by-play commentary in a Howard Cossell voice.
2. Quote lines from war movies. Get them wrong.
3. Quote Sun Tzu often, but only irrelevantly.
4. Suggest obviously suicidal tactics to your opponents. Explain, "That's what Custer would do."
5. Place NASCAR like ads all over your vehicles.
6. When you win, dump a tub of Gatorade on your commander.
7. Discuss tactics with your troops. Become argumentative.
8. After a good die roll, do a victory dance and spike the die.
9. When you lose a unit, remove an article of clothing.
10. When someone shows you a rule in a book, tear out that page and eat it.

REAPER EXPANDS!

Earlier this spring, we started expanding here at Reaper Miniatures. First, we expanded our casting area, then packaging, then our paint area. We've finally moved into our new palatial offices, complete with crystal chandeliers, Persian rugs and dancing girls in every broom closet. (Ah, the life of a miniatures demigod!) But don't panic! Nothing has changed as far as our contact information or mailing address goes.

Yeeeah Baby Yeah!

Kaladrax

Fire Drake Guardian of the Dragon Kings'

Graveyard

Some things refuse to die....

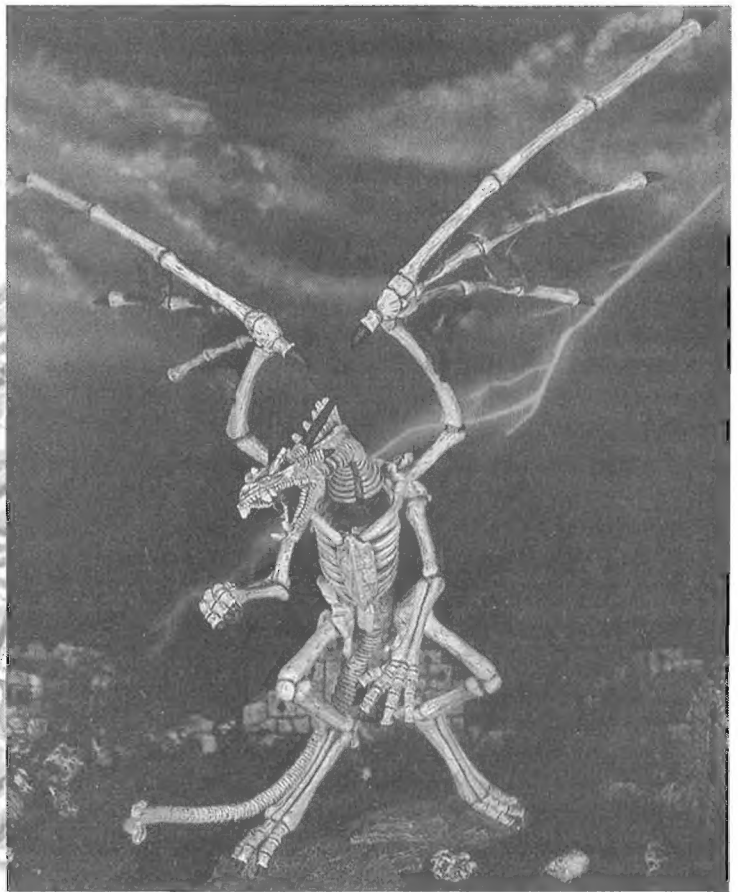
By Joseph Wolf

And with a gesture, the bones of a long dead dragon rose silently into the rank, ashen night air. The mass of ribs, femurs, and vertebrae at first were surrounded with a liquid purple glow, which faded to a tarnished blue as the spell took shape. The Arch-liche Aserlis brought his bony hands together and locked his fingers, completing the final incantation that would direct the magic. The bony mass began to shrink in accordance to the liche's gestures, growing smaller as the distance between his bony palms narrowed. Within seconds, the mass was small enough to fit into the palm of his hand. The undead sorcerer casually plucked the mass from the air and secreted it in the folds of his robes before addressing the skeletal dragon beside him.

The liche's voice was as dry and cracked as the scraps of skin clinging to his skeletal form; his sibilant tones mixed generously with an air of self-importance. "Your obedience has been noted, O' Venerable Wyrn. We are allies, and as such you have our protections from the approaching storm. When the time is right, we shall call upon you once again. I go." The liche then pointed a bony digit southwards and with a single word vanished, leaving naught but swirling vapors and a small shower of blue sparks that danced across the cracked stone.

The dragon wasted no time. It launched skywards towards the heart of the graveyard; the harvest moon hung low on the horizon, turning the dragon's bony silhouette into a nightmare to behold.

He dipped below the haze of fog and ash, and circled the remains of the stone temple destroyed by some long forgotten cataclysm. His empty eye sockets bore down on the scene below, searching. He found the girl hunched over in the shadow of a pillar. Her hands were in her lap and her head was bowed over a well from which strange vapors and ghostly lights emanated. He wheeled about, his great wings carrying him without sound or breeze, his voice drawing the girl out of her lethargy.



"So, that was the Liche Lord?" he said in distaste, even though it had been centuries since the dragon had tasted anything. Long ago, carrion birds had taken his tongue, like his hide, eyes and vital organs. To the Fire Drake Kaladrax, taste was merely a painful memory that did nothing for his mood.

The girl mustered what remained of her strength to gasp, "My Lord?" Exhausted, the young girl looked up from the well, the oily waters bathing her in a pale radiance. Her scrying had left her weak, debilitated and desperate for rest. The magics preventing the Arch-liche from detecting her were rapidly coming undone, and she was in no condition for a confrontation with her master.

"Answer me, whelp!" The dragon's voice burst like a dam and shook what remained of the temple walls. Pillars, which had stood for millennia, teetered but remained upright, and the waters from the well boiled over onto the girl's sandals. Terrified, the young girl drew back as Kaladrax settled on the cobblestone floor. Despite his skeletal form, his great weight shook the temple. Red balefire pulsated from the ribcage where his heart once beat spreading rapidly up the neck vertebrae, to the tattered wings and out the bony nostrils where it erupted once again as two jets of crimson.

"Speak!" the dragon commanded. Fighting the urge to flee, the girl searched what remained of her tattered soul and found her strength, standing her ground in spite of the heat now emanating from the dragon. The waif looked to be in her early twenties; her skin was pale and her eyes as dark as the tangled locks framing her face. Her lips were unnaturally thin and unused to smiling. This, coupled with the dark rings around her eyes, indicated many sleepless nights studying and refining her sorcerous skills. Kaladrax studied the waif closely as she attempted to articulate an answer. His head

swung low towards her, his neck bones grinding against one another loosing dust and desiccated flakes of dragon hide. The tooth-filled maw gaped in agitation.

"Y-Yes," she stuttered in desperation, "t'was him... I believe."

At first, the necrodrake was still. Only shadows dared move across the cobblestones, and for a moment it seemed as though time froze. Kaladrax turned away from his servant and rose slowly to stand on his hindquarters, his tail lashing behind him shearing pillars from their bases while deep cracks climbed the walls threatening to reduce the temple to rubble. And with a triumphant roar he swiveled his great horned head skywards and unleashed dragonfire.

The wyrm savored the words. "Revenge! At last I will have my revenge!" His roar shook the valley, as great walls of bones tumbled to the earth and night birds took to the sky.

The girl sought cover, for such rages were common occurrences. Defensively, she placed two fingers to her chest before intertwining the digits of her left hand. An amber shield of force sprung from her palm, forming an impenetrable barrier protecting her from falling stone and licks of dragonfire.

Hyrekia, wizard's apprentice, waif and dragonthrall huddled behind her shield spell as Kaladrax, her Dire Drake master, rampaged and the temple rained down around her. From this point forward, there would be no turning back...

Most of what is known of Kaladrax -- Dire Drake, Necrodrake, the Dreadwyrm--comes from the writings of Chronicler Vastalion, noted dragon scholar, historian and Senior Librarian of the Library of Pelise. In 779 NA, Vastalion disappeared after a violent attack on the library. The attack left the library in shambles; bookshelves had toppled, tables had been overturned and priceless manuscripts were strewn all about. Four of the chronicler's Templar Knight guards were slain as well; apparently Brother Vastalion had not been taken without a struggle.

Much to the surprise of investigators, Chronicler Vastalion's journals were found on a nearby table, apparently having been thoroughly perused by the attackers prior to departing with the sage. Along with the journals, a cracked scrap of parchment was found upon which the kidnappers had left the following four words: "Suspend all further inquiries". Most surprising of all was the language of the message--Hebraic, an ancient dialect of Adonian thought dead since before the end of the Old Age.

It is presumed that jealous rivals or others seeking to capitalize on his expertise kidnapped Chronicler Vastalion. No one within the Order knows for sure, but some believe Vastalion's devotion to his research attracted the attention of the Dire Drake himself.

Shortly after the attack, Vastalion's journals were compiled into a single volume of draconic lore and then placed in a secure location within the Library. The libram remained there until 980 NA when burglars penetrated the library's defenses and stole the book. Several of the thieves were killed while attempting to make good their escape. After a thorough investigation, it was discovered that the thieves were in fact members of a cult--the Children of Aserlis. Attempts to contact the spirits of the fallen met with no success. The souls flatly refused to cooperate, preferring oblivion to treachery; such was their devotion to their undead master. It is not known if the tome was delivered successfully to Aserlis' refuge in the Besiac Wastes, nor is it known how the Arch-liche planned to utilize the knowledge contained in the book.

Dao-Grun'nd Dul-Drak'khl: The Dragon Kings' Graveyard

For centuries, mountain tribesmen have circulated tales of an ancient repository of dragon bones hidden somewhere in the Draketeeth Mountains. Over the years many fortune seekers have struck out in search of this prehistoric refuge, but few have returned to share their knowledge. Those who have returned speak of a dreadful sunken plain, hidden beneath a shroud of sulfurous mist and ash, surrounded by impassable snow-capped peaks and sheer cliffs.

There are no roads leading to the valley, and only a handful of narrow footpaths snake through the mountain passes. Travel by foot is a dangerous proposition; those who have braved the dangers of these mountain passes have reported treacherous footpaths that crumble underfoot, ravenous monsters and powerful gusts of wind. Travel by air is no less dangerous. Any attempt to approach the valley by air is met by swarms of large vultures and more than likely Kaladrax himself. Magical methods of gaining entrance to the valley are perilous as well; those who have attempted to utilize teleport magics most often find themselves many hundreds of miles off course or imbedded in a hillside.

The valley is said to be a frightening, unholy place. In the absence of life there is only death. No living thing thrives within the valley save for flocks of carrion birds that circle lazily overhead and blackened bramble vines that cut and tear at unprotected flesh.

The whole of the valley reeks of scorched flesh, rot and decay; the skeletal remains of once mighty dragons are everywhere, as are the bleached bones of treasure seekers and erstwhile dragonslayers. Here and there scattered on the ground are the trappings of these ill-fated expeditions -- shattered weapons and rent armor are found in great quantities.

The valley floor is pocked with craters of varying depth. Giant fissures spew toxic vapors that sting the eyes and throat. These miasmas have been known to cause strange side effects in those that breath them for extended periods of time, and the effects vary from simple confusion to terrifyingly real hallucinations, and possibly even death.

In the center of the valley stand the ruins of a city once inhabited by an extinct cult of dragon worshipers. The only intact structure is a stepped pyramid rising up high into the ash filled sky. The temple is flanked by four stone staircases, which are supported by crumbling cyclopean pillars. The temple itself rises up from a mire of superheated mud that bubbles up from deep within the earth to erupt violently into geysers. The top of the pyramid is flat; the perimeter is made up of stone pillars. At the center of the temple is a stone well that measures a dozen paces across from which a ghostly light emanates. In the caverns beneath the pyramid, Kaladrax guards his precious hoard. This is the heart of the Dreadwyrm's demesne.

Contrary to the assertions of many sages and scholars who profess their grasp of Wyrms Lore, the Dire Drake Kaladrax is in fact not one of the Dire-dead, but rather his state is the result of a powerful necromantic enchantment gone awry resulting in his being cursed with undeath.

The Dire Drake's story begins in the last few centuries of the Old Age, nearly a millennium before the rise of the Grand Inquisitor and centuries before the foundation of the Council of Wizards. At this time the kingdoms of man were little more than warring tribes, scattered haphazardly across the continent of Adon.

Into this age came the red dragon H'kannu Kaladraxxis, a tyrannical monster even by dragon standards. The dragon's propensities towards violence and duplicitous nature led to his eventual expulsion from his home somewhere in the Draketeeth Mountains. Draconic lore holds that as a young hatchling, Kaladrax slew one of his clutchmates in order to receive the lion's share of meat. As if this weren't enough, Kaladrax then feasted on his sibling's bloody remains. Shortly after this murderous event, his surviving siblings drove him from the nest; the betrayal left him embittered and thirsty for blood.

For the next quarter of a century Kaladrax limited his attacks to the communities of the southern Draketeeth to avoid attracting the attention of other dragons. In order to sate his thirst for violence and plunder, he frequently preyed upon human and dwarven holdings. With each successful raid his hoard grew, as did his infamy. Dragon hunters from the four corners of Adon sought out his lair in order to claim his hoard and cut a reputation out of the dragon's hide. Kaladrax proved to be an excellent host; he welcomed his guests with devious traps, raking claws and dragonfire. Those that managed to escape the lair were ruthlessly hunted down, toyed with and eventually devoured.

The mountain tribes soon discovered that tribute was the most effective way of keeping the dragon from burning their villages to the ground. Kaladrax, like all dragons, was more than willing to accept seasonal offerings of livestock and treasure, along with the occasional maiden in exchange for not immolating the yearly harvest. Unbeknownst to the tribes, such agreements carried little weight. Treaties with the lesser races meant nothing to the dragon, and more often than not Kaladrax reneged on his promises and was free to raid, rampage and destroy at his whim.

It would be nearly a century before Kaladrax returned to the place of his birth, a fiery caldera in the lands of the north. In his absence, his siblings and parents had grown fat and complacent by preying on the poorly organized hobgoblin tribes of the region. Seizing the opportunity before him, Kaladrax united the tribes and forged an alliance with Mra'Homn Manbiter, the chieftain of the largest band of hobgoblins. Whether by threat or by deceit, Kaladrax

guaranteed support and a share of the loot if the humanoids aided him in a campaign against his siblings. The hobgoblins had suffered for scores of years under the constant threat of attack by their draconic neighbors, but Mra'Homn was unconvinced. In order to prove his commitment to the campaign, Kaladrax supplied the humanoids with arms and armor from his own hoard, scavenged from the bodies of long dead dragon slayers. The chieftain required no further convincing as he readied for war.

The attack came at sunrise. Mra'Homn led the charge as hundreds of hobgoblins, the sum of many tribes, poured into the lair. The residing dragons were unprepared for the frontal assault; nevertheless, alarms were raised and the wyrms stood their ground to defend their lairs.

Scores of the humanoids were slain in the first few moments of battle, but in the end Kaladrax and his humanoid minions prevailed.

As the hobgoblins scoured the lair for loot, Kaladrax quietly withdrew to a chamber deep within the bowels of the volcano far from the prying eyes of his allies. The dragon had no intention of sharing his newfound wealth; the humanoids were now a liability that had to be eliminated before the seeds of betrayal took root. He dug through a cavern wall and released a pocket of toxic sulfurous gas that erupted, filling the chamber and spreading to all parts of the lair. The hobgoblins were taken completely unaware, and those that survived the poison gas Kaladrax slaughtered out of hand. The lair remains abandoned to this day.

He added the accumulated treasure to his own hoard and continued his rapacious exploits. With the passage of each century he grew more powerful and more daring. He drove other dragons from their lairs. Those that stood their

ground were slain, their clutches and hatchlings were devoured and their troves looted. In time, the name Kaladrax became synonymous with the word "tyrant" in the tongue of dragons.

By the end of the Old Age, Kaladrax had grown bored of looting and pillaging. Even though his hoard had grown to legendary proportions, it had been decades since an intrepid band of dragon slayers attempted to claim it as their own.

In order to alleviate his boredom, Kaladrax explored the craggy peaks and valleys of the Draketeeth Mountains. Eventually his explorations led to the discovery of the Dragon Kings' Graveyard, an ancient repository of draconic wealth. The valley was shrouded under a blanket of thick fog that was impenetrable to even dragonsight. The remains of an ancient temple stood at the heart of the valley; the walls had fallen and little remained save for a handful of cyclopean pillars and an old well that descended into darkness.

It was here that Kaladrax found the remains of a flagging cult, one that venerated wyrms thousands of years ago, whose prophets foretold the coming of a mighty dragon with scales of fire. The cultists swore to serve, to worship and to die if necessary. Kaladrax was overjoyed with this unexpected turn of events.



Unfortunately for him, those that he had wronged did not forget his misdeeds. A bronze dragon by the name of S'salilithynne had searched the world over for the one responsible for the death of her mate and young. She faced her husband's killer in the sky above the valley, in full view of the assembled cultists. The sum of a hundred years of rage and frustration were loosed in the first exchange which left Kaladrax' wing badly damaged and blind in one eye. Despite the handicap, the red fought back, claws raking and tail lashing. For two hours the two mighty beasts battled in the air and on the ground, but ultimately the bronze was no match for Kaladrax. Her broken body fell to

Desperate, the cult leaders sought out a wizard whose affinity for magic was legendary and who possessed powers over life and death. The search led to the hinterlands of Ritterlich to the doorstep of the mage Aserlis, who once served the Arch-mage Cauve and participated in the Skoli Purge of 001 NA. The wizard was removed from his tower by force and then transported to the valley. After a brief examination of the unconscious dragon, the mage assured the cultists there was indeed a solution, but the cost of his complicity was high; half the dragon's hoard paid up front. He departed the following morning with a vast fortune, guaranteeing he would return within the arrival of the new moon. All the cultists could do was watch over their fallen master and hope.

Without warning, Kaladrax rose spilling the remains of the elixir onto the barren ground, his body consumed with violent death

Kaladrax' body lay for days, blackening and bloating in the heat of the day. The rank odor of decay attracted great swarms of carrion birds and black clouds of flies, but still the cultists reverently maintained their vigil.

Kaladrax' voice was labored and full of pain and confusion, "What hasssss happened to me?"

Aserlis watched from the security of the valley rim, deep in thought but not displeased with the results. The potion worked, or seemed to. With a wave of his hand, he vanished. He returned to his laboratory to refine the potion that would one day end his life and bring about his transformation into the liche Aserlis.

The passage of the centuries has allowed Kaladrax to develop his command of the sorcerous arts. When not raiding and defending his lair from erstwhile treasure hunters, he retires to the temple library and studies the ancient and erudite texts found therein. He believes that a great power lies hidden within the mouldy pages, one that can be unleashed and yoked by a properly prepared mind.

In 983 NA, Aserlis returned to the Dragon Kings' Graveyard in search of components for the construction of his dragon bone catapults, mighty war machines essential to his campaigns in the south. Kaladrax surprised his young apprentice by complying with the liche's requests for the remains of the dragons Tanz-areil and S'Karathmyrh, going so far as to donate some of his own bones to the effort. The half-elven sorceress knew better than to question her master, but his reasons seem to be motivated by revenge.



DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	GC	PL	COST	STOCK#
Kaladrax	4	8"	-	+23	16	-	-	-	+17	+1	+3	-	8	6	6	-	-	772	10012
<i>Unleash/Heavy Armor/Large Monster/Flyer/Two Handed Weapon</i> <i>Monster Skills: +3 Racial Base - Enchantments: None - Spells: Fireball, Fear</i>																			



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SKELETON

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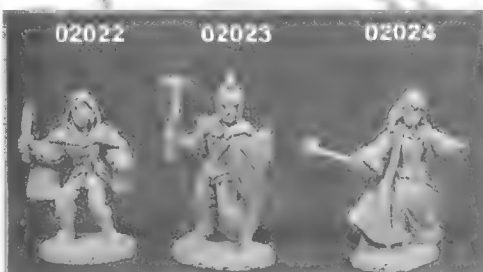
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BLADES

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02038	02039	02040
		
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02050	02051	02052
		
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02058	02059	02060
		
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02061	02062	02063
		
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02064



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02068	02072	02073
		
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02069



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02074	02075	02076
		
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02080	02081
	
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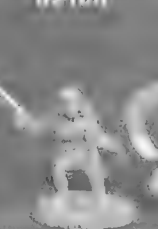
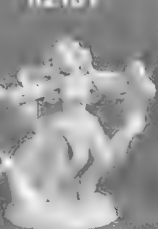
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02086	02087	02088
		
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02108	02109	02110
		
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02115	02116
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02117
HILL TROLL BY SANDRA GARRITY
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02119	02120	02121
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02122	02123	02125
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02126
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02127
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02132
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02135	02136
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02141	02142
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02143

02144

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02156

02157

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02160

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02161

02162

02163

02164

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(DWARF)

KNURL HAMMERSON
(DWARF)

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THE BLADE

MARDA OF
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02185

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02186 02187 02188 02190

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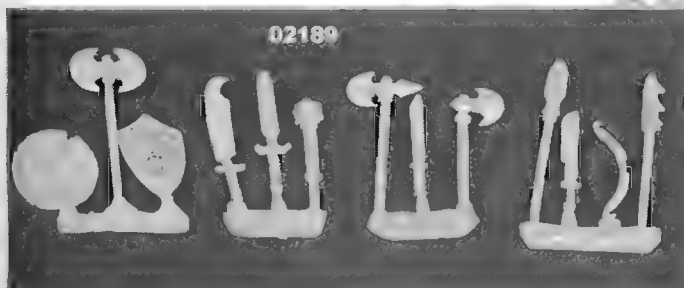
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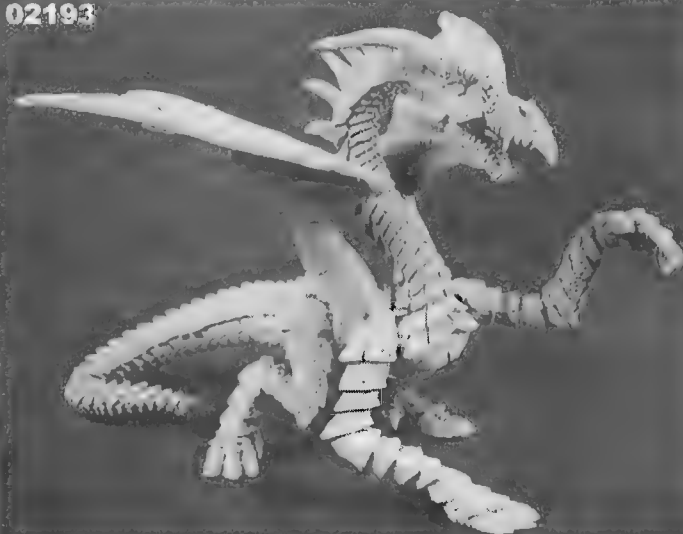
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WEAPONS PACK I

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02193



ABYZARAN THE FOREST DRAGON

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BY STEVE SAUNDERS

02194



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DAWNLIGHTER
BY SANDRA GARRITY

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02199

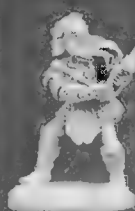


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JUSTINE THE HOLY

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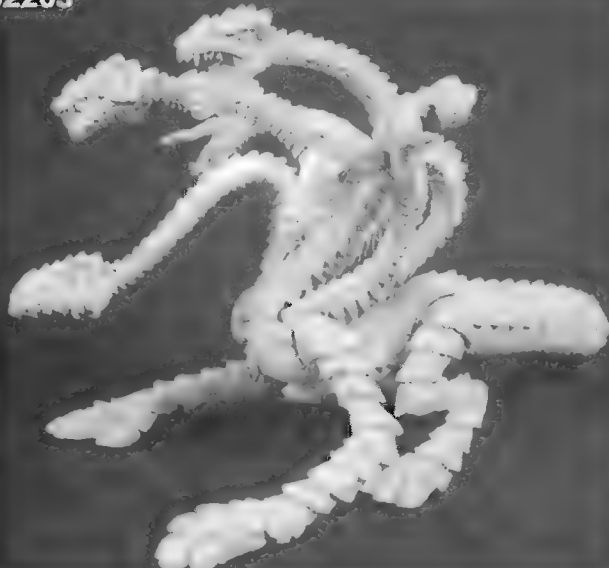


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HYDRA OF LERNA

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02207



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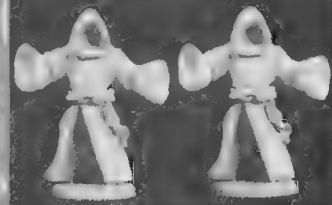


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BY ED PUGH

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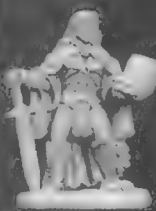
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BY BOB RIDOLFI

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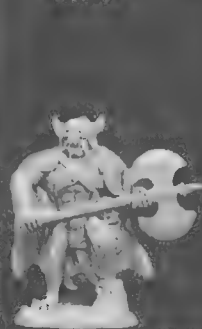
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02218



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BY BOB RIDOLFI

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02226



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02227



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OF ANHUR
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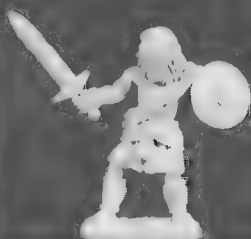
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D H A C A T A L O G



02232	02233	02234
		
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02235	02236
	
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02239	02240
	
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02241

SHAMUS ROWAN HIGHLANDER <i>BY BOBBY JACKSON</i>
\$ 2.50

02242	02243	02244	02245
			
IAN MCANDREW HIGHLANDER <i>BY BOBBY JACKSON</i>	ROBERT O'MANNON HIGHLANDER <i>BY BOBBY JACKSON</i>	LINROC BRIGHTRUNE (DWARF) <i>BY SANDRA GARRITY</i>	DERLETH THE FEY <i>BY SANDRA GARRITY</i>
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02246	02247	02248
		
ELQUIN THE DARING <i>BY SANDRA GARRITY</i>	ANGUS STORMHAND KING OF HEIMDALL <i>BY SANDRA GARRITY</i>	ALYSCIA OF THE FOREST <i>BY BOB RIDOLFI</i>
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02250	02251
	
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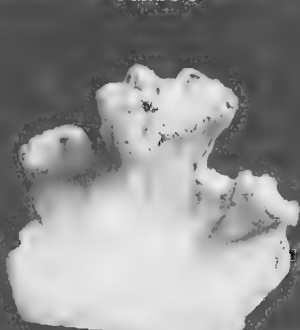


WIND ELEMENTAL

BY SANDRA GARRITY

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02253



WATER ELEMENTAL

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ALURA THE
SUCCUBUS

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ORC WARRIOR
OF KARGIR

BY SANDRA GARRITY

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WILLIAM DRAKEHART

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OF KARGIR

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02263



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02267

BRIANNA OF
THE BLADE

BY SANDRA GARRITY

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ASERLIS
LICHE LORD
BY BOB OLLEY

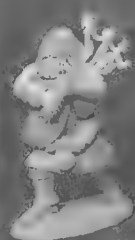
\$ 3.00

02270

GOLGOTH
THE ERADICATOR
BY BOB OLLEY

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BRUCE O'HUGH
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BY BOBBY JACKSON

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OF KARGIR

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DEREK THE TALL

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02274

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02275

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BESERKER
BY KEVIN CONTOS

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02277	02280	02281
		
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02287	02288
	
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02289	02290	02291
		
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02294

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02295	02296	02297
		
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D H A C A T A L O G

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02299



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\$ 15.95

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02300



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\$ 2.95



MASON ROWAN
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02304

02305



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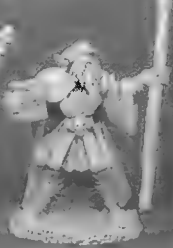
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JOS GEBBLAR
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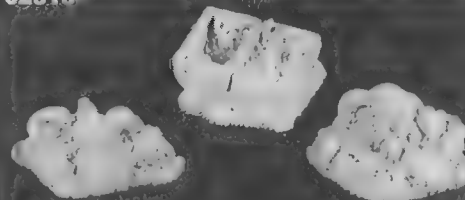
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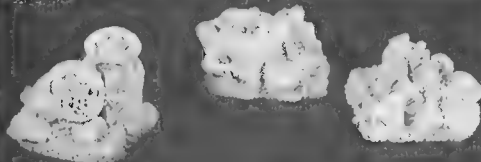
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**BLACK ORC
WARRIOR**
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LORATH ORC SHAMAN
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SIOBHANA VAMPIRE QUEEN
BY JIM JOHNSON
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LIZARD MAN WITH LIZARD HUNTING PACK
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TEPES TRAJAN VAMPIRE CHAMPION
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ORLOTH HOARBEARD OF KJORD
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STERN KESTRELMANN CHAMPION OF DORNHEIM
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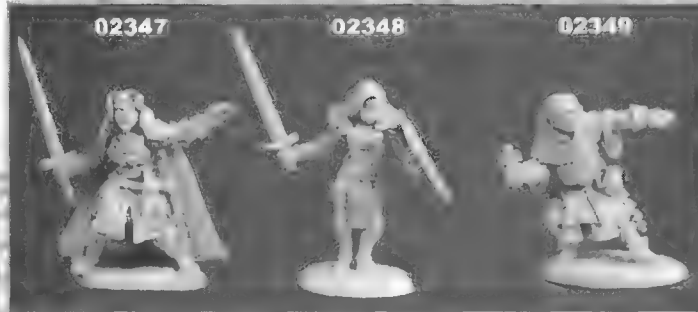
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**ANHURIAN
CAVALRYMAN**
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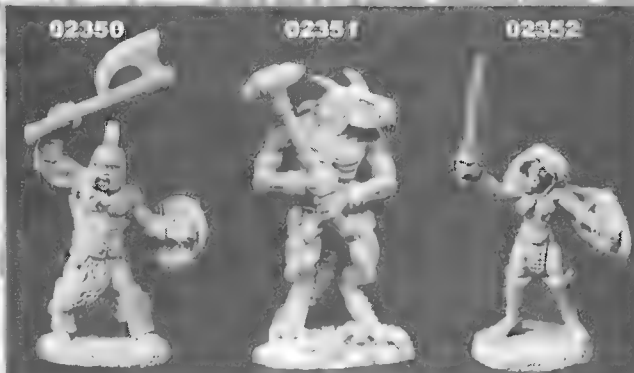
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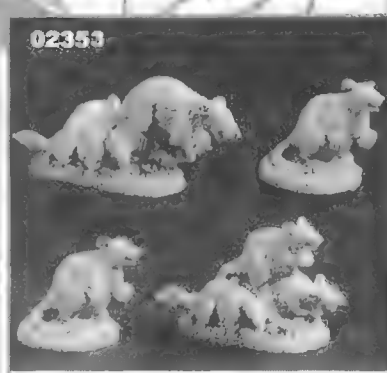
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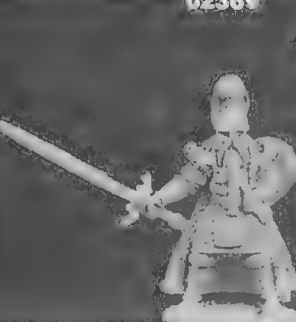

02358	02359	02360
		
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SKELETAL CAVALRY WILANCE \$ 4.95 BY BOB OLLEY AND ED PUGH

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02374	02375	02376
		
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DWARVEN BEAR CAVALRY
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02404

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SERGEANT

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BY SANDRA GARRITY

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DIRE WOLVES
(2 MODELS IN PACK)
\$ 5.50
BY WERNER KLOCKE

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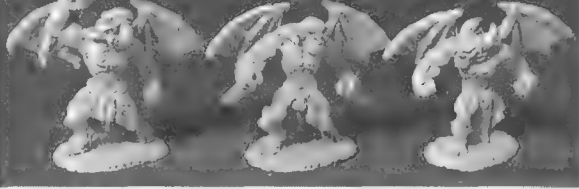
GIANT SPIDERS
(2 MODELS IN PACK)
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SLITHE WARRIOR BY BEN SIENS	SIR RICHARD, THE WHITE KNIGHT BY WERNER KLOCKE
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GARGOYLE LEADER BY BEN SIENS	ELI QUICKKNIGHT ASSASSIN BY WERNER KLOCKE
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**AZIZ AL-JAWAR
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**GRAGG ELFSLAYER,
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BY SANDRA GARRITY

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D2432
**SISTER MARIE,
BATTLE NUN**
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**YATARO KURASAMA
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**SIR ROLAND
THE GREY KNIGHT**
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**AEOWYN SILVERWOOD,
FEMALE RANGER**
BY SANDRA GARRITY

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D2434
**T'QUAN,
SKOLI WARRIOR**
BY SANDRA GARRITY

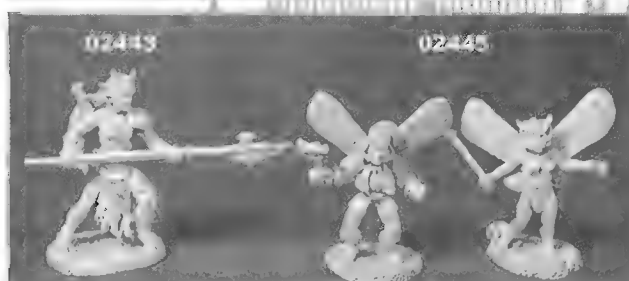
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D2435
**LORD JONATHAN
HARCOURT, KNIGHT**
BY WERNER KLOCKE

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D2436
**KAZALA
EFREET**
BY BEN SIENS

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**S'KARA, FEMALE
SKOLI WARRIOR**
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**FAIRIES
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**SIR JUSTIN,
THE GREEN KNIGHT**
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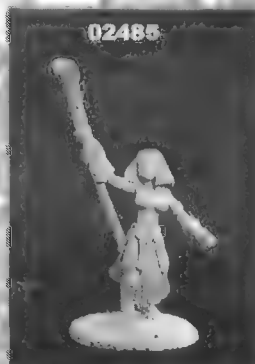
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CAVE TROLL CHAMPION

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BLACK LEGIONNAIRE
W/ GREAT AXE

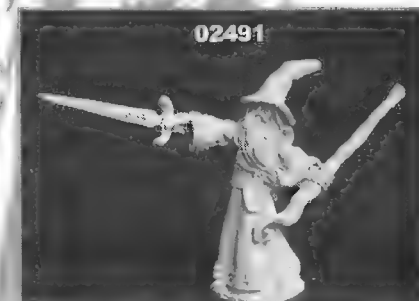
BLACK LEGIONNAIRE
W/SWORD & SHIELD

BY SANDRA GARRITY

BY SANDRA GARRITY

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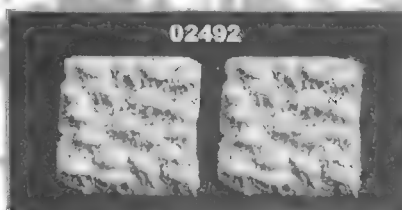
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LUCIUS PANDERWAGON
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BY JIM JOHNSON

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THE REAPER INTERVIEW: DANA MURPHY

For this issue of Casket Works, we caught up with everybody's favorite poster girl for the Red Spades, Dana Murphy. In this exclusive interview with the CW staff, Dana shares her hopes, her dreams and the harsh reality of dealing with mecha combat gamers. Read on...

Casket Works: So, Dana, how have you been?

Dana Murphy: (laughs) Oh, busy, busy, busy. You're lucky to catch me on one of my rare days off. The Red Spades only allow us ten days off a year.

CW: Wow, that's quite a change from the Earth Forces.

DM: Yes, Earth gave us a full 28 days a year. But, the pay wasn't nearly as high as the Spades.

CW: Is money a high priority with you? Or are you a "low maintenance" type of person?

DM: (laughs) Definitely low maintenance! I mean, money is important, but it can only take you so far. There are far more important things in life than money. I'm more of a "jeans and beer" girl rather than "a high heels and champagne" girl.

CW: So other than the compensation, how are things in the Red Spades right now?

DM: Things are great! I don't know if you heard, but I've just been promoted to the rank of Captain....

CW: And you're also the new poster girl for them too! What's it like to be a soldier turned model?

DM: Um, it's kind of embarrassing! I want the people under me to respect me for my abilities to command and my skills as a pilot. Not because of how I look on a poster.

CW: (giggling like school boy) Heh, you said "under me".

DM: Excuse me?

CW: (clearing throat) Oh, nothing, nothing. So, how well do you work with your Weapons Officers?

DM: My Weapons Officers are the best! It takes a lot of concentration to be able to find your target, get a lock and score a hit, while at the same time ignoring any of the return fire from enemies. If he's behind me, he'd better be good.

CW: (snickering under breath) Yeah, I bet.

DM: What? What did you say?

CW: (giggling) Nothing!

DM: (angrily) What the heck is wrong with you? I thought you were a journalist!

CW: Sorry! Sorry. Uh, like, did you know that I found naked pictures of you on the internet and stuff?

DM: (glares)

CW: I think they were doctored though. Your butt is much nicer in person. But your chest is smaller than I...

SMACK!!

DM: I'm outta here! Somebody call my agent! I'm never doing an interview for this rag again! And somebody get me some ice for my hand—I think I broke something!

CW: (holding new black eye) So I guess a date is out of the question?



"Definitely low maintenance!"



"I've just been promoted to the rank of Captain"



"If he's behind me, he'd better be good."



"I'm outta here! Somebody call my agent!"

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SERIES

The ProCounter Talismans have a definite advantage over using pen & paper or those glass baubles. The ProCounter Talismans easily fit into your card caddy. A two-piece design with beautiful bas relief sculpting work by Sandra Garrity. Two inches in diameter with a reversible bottom disk that tracks lifepoints from 1-40

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72062



72063



72065



72066

BATTLE BASES

For mounting your favorite figures



74004
SMOOTH BASE
HEX
25MM
4 IN PACK

74004
\$ 4.00



74005
STONE BASE
HEX
25MM
4 IN PACK

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74006
SMOOTH BASE
SQUARE
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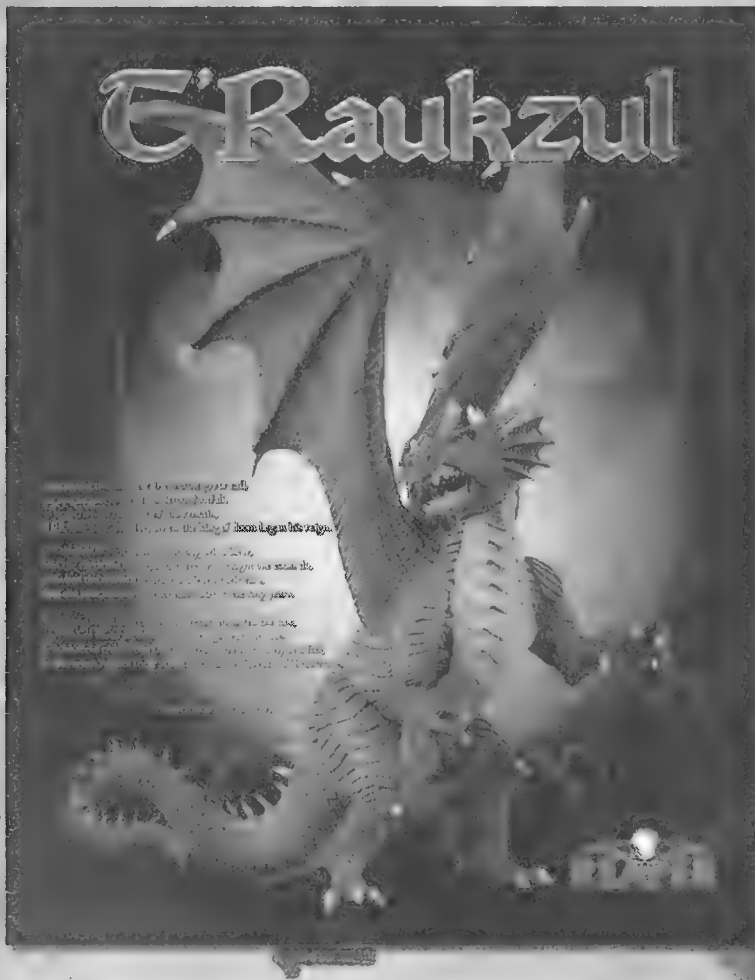
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\$ 4.00



74007
SMOOTH BASE
RECTANGLE
1 IN X 2 IN
3 IN PACK

74007
\$ 4.00

BOXED SETS



"He who seeks treasure in that wasted land must surely be a fool, for the wyrm resides there still, The Shadow of Death, T'Raukzul"

Approximately 8" tall with a wingspan of 12 1/2"

Sculpted by Sandra Garrity

Product Number 10009

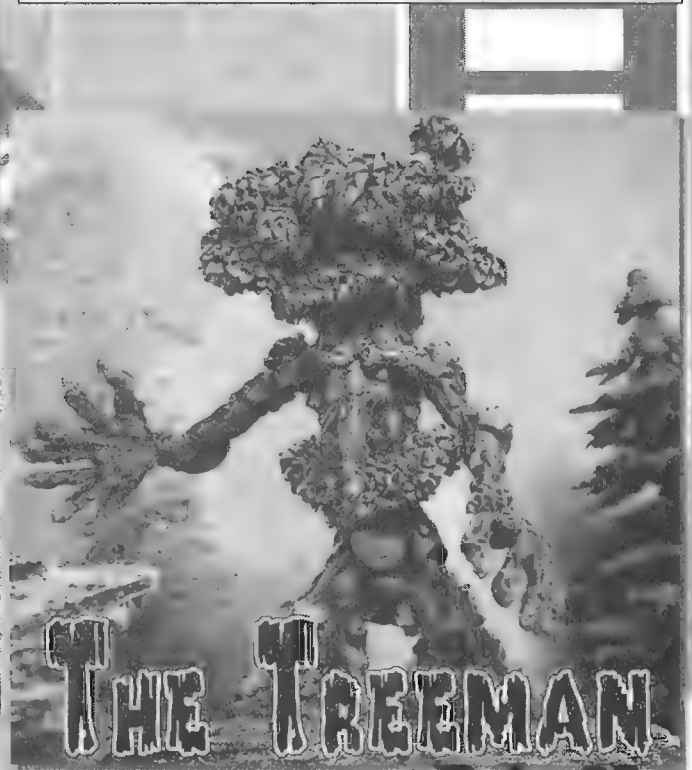
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From the heart of the Woodspike Forest, Mossbeard the Treeman rises to protect his homeland. Also includes the dryad Ariel.

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Six of the saltiest dogs that ever sailed the Dragonspine Sea!

Sculpted by Sandra Garrity & Bob Olley

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BOXED SETS



The Legendary beast of
Adon that refused to die!

Approximately 8 1/2" tall
with a wingspan of 12 1/2"

Sculpted by Jim Johnson

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From the Malapango Jungle
where the ages have not
passed.

Sculpted by Jeff Wilhelm

Product Number 10013

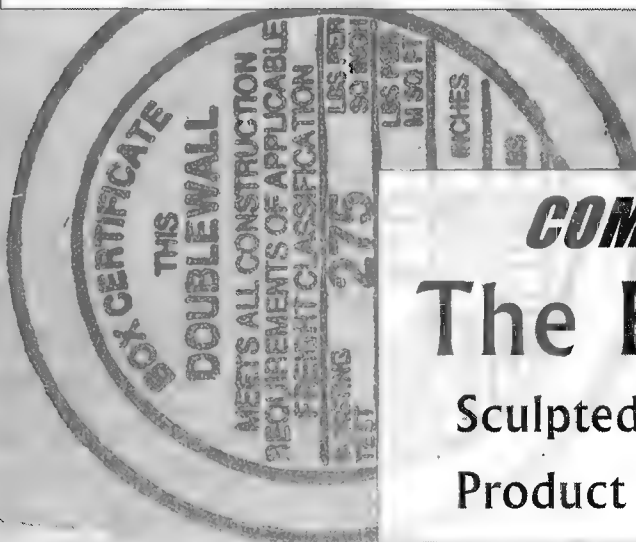


COMING SOON!

The Hill Giant

Sculpted by Jason Wiebe

Product Number 10014



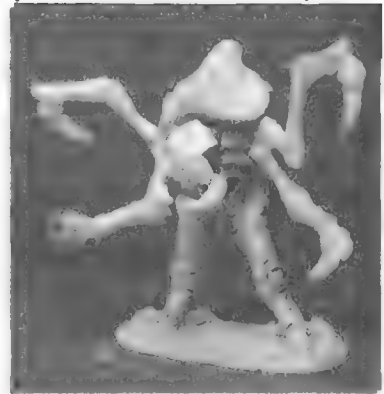
**GEN
EXT DAY
AIR!**



FUTURE RELEASES

02515 Krunkh, Bugbear Chieftain	by Ben Siens
02516 Tortoise Dragon	by Jason Wiebe
02517 Hooked Terror	by Ben Siens
02518 Deenah, Female Barbarian	by Bobby Jackson
02519 Kneeling Assassin	by Bobby Jackson
02520 Troll Matron	by Ben Siens
02521 Cavern Worm	by Jason Wiebe
02522 Hell Hounds (2)	by Jason Wiebe
02523 Parv Blackscratch, Wererat	by James Van Schaik
02524 Alvaera, Female Dark Elf Cleric	by Sandra Garrity

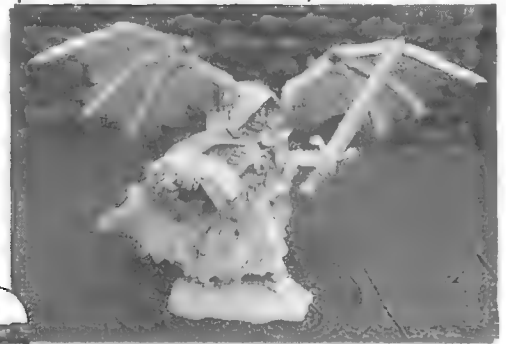
02517 Hooked Horror



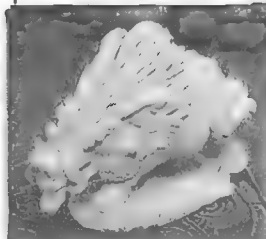
02520 Troll Matron



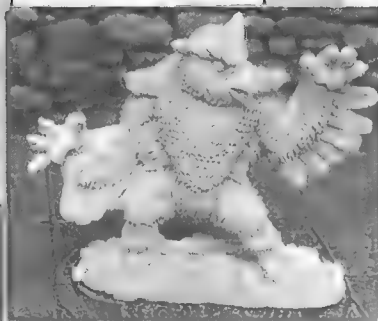
02530 Angel of Death



02527 Dire Boar



02526 Owl Bear



02515 Krunkh



02535 Nicole of the Blade	by Sandra Garrity
02536 King Donegal of Breonne	by Sandra Garrity
02537 Orankar, Ogre Boss	by Bob Olley
02538 Lesser Elementals (4)	by Jason Wiebe
02539 Silver Dragon	by Sandra Garrity
02540 Magic Treasures	by Bob Olley
02541 Darbin the Deadly, Wizard	by Werner Klocke
02542 Bulgoth, Cave Troll King	by Ben Siens
02543 Elladan Swiftbrook, Elven Ranger	by Werner Klocke
02544 Barrow Rats (2)	by Jason Wiebe

PREVIEWS OF

02525 Murkillor the Wraith King	by Sandra Garrity
02526 Owl Bear	by Jason Wiebe
02527 Dire Boar	by Jason Wiebe
02528 Kara, Female Archer	by Bobby Jackson
02529 Male Barbarian	by Bobby Jackson
02530 Angel of Death	by Bob Olley
02531 Dobbin Sackville, Halfling Warrior	by Sandra Garrity
02532 Skalathrix, Vulture Demon	by Bob Olley
02533 Toshiro, Male Ronin	by Werner Klocke
02534 Kiri, Female Ninja	by Werner Klocke



Hello,
I am Frederic from Lyon (France). I have discovered your miniatures with your website. Unfortunately your production is not available in France. Are your miniatures real 25/28 mm or 35 mm like a lot of others? The photos on your website are very attractive.
Frederic Rabut
Lyon, France

Hallo Frederic!
Our miniatures are sculpted in 25mm Heroic scale, which means our figures represent the variety of sizes of people just as in real life. You know, like everything between Herve Villachez and Wilt Chamberlain. Or it could just mean that Ron isn't paying attention to the sculpting. BTW you can get Dark Heaven figures in Europe from Miniatures Figurines, Ltd. Southampton, England (2380) 220855.

Bonjour,

Dear Casketworkers,
My local store doesn't seem to carry your miniatures. How can I convince them to carry Dark Heaven Legends minis?
Reggie
Shelby County, AL

Dear Reggie,
Well, there are a couple of ways. First of all, beg. This will either get you thrown out of the store or it might actually work. Second, you could offer to set the storeowner up on a date with your sister. The fact that you don't really have a sister is irrelevant. Finally, offer up your firstborn child. If you've gotten to this point you might actually consider therapy.

Love,

Hi there!
I live in New Zealand, and was wondering if there are any stores which carry your miniatures on this side of the world.
I am starting a new fantasy campaign soon, and am very impressed with the look and price of your Dark Heaven miniatures on your website. I would like to purchase a few to look and paint up to see how they look in the flesh, so to speak. If they look as good as they do on the site, I will be ordering a whole bunch from you in the future.
Thanks,
Matt Swain

G'day Matt!
For all of our friends Down Under, you can get your Reaper fix by contacting either one of the numbers below. They should be able to direct you to a nearby retailer (or tell you where to find some excellent vegemite!).
Jedko Games (61) 3 9555 1022
Walrus and Carpenter (61) 2 9632 7755
Good Luck,

Hello,
One thing that has frustrated me for years is the lack of some of the more mundane items. In particular, beasts of burden. Any veteran roleplayer can attest to the amount of gear an average adventurer accumulates. Good packhorses are a highly prized commodity in the worlds of high fantasy. Unfortunately, I've yet to find a well sculpted one available from any company. The few that are out there are very poorly done. Many of us would appreciate it if you could convince one of your sculptors to stoop to the lowly level of making a few coration pack animals.

Nathan

Dear Nathan,
Reaper is full of jack-asses. We figured that was enough, but hey... look for a pack mule in Spring 2002!
Love
Sophie

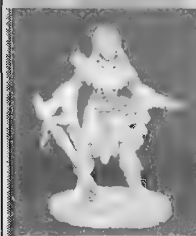
If you have questions about the meaning of life or miniatures.

Camer-Dude
P.O. Box 293175
Quannah, TX 75252

Sophie c/o Reaper
P.O. Box 293175
Lewisville, TX 75029-3175

BABE WATCH

After two horrid episodes of Babe Watch (issue 5 Hag Watch and issue 6 Dude Watch, respectively), Casket Works is proud to return to the time honored tradition of gamers everywhere: lookin' at hot babes! Sorry ladies, no beefcake this time! Let's break out the popcorn and start watching babes!



This issue, our casting decisions for the character Liriel Silverlocks #2458 (or see the front cover) in the upcoming Dark Heaven motion picture.

Faith Hill – One of our first choices, on so many levels. First of all, Liriel's a bard, and Faith can sing. Second, Liriel's a babe, and so is Faith. Third, see second reason.



Jolene Blalock – Come on, admit it, we're all Trekkies at heart, and Jolene Blalock plays a Vulcan in the new Star Trek series. Meaning, if she can play a Vulcan, she can play an elf. Just look at those cute pointed ears. Come on guys, not those. Her ears! Sheesh!



Michelle Behennah – The last SI swimsuit issue introduced the world to Michelle, who we think is just so clean and sweet. When she came to the Reaper Studio last week, we found out that she loves role-playing games and painting miniatures. You believe me, right?



DARK HEAVEN LEGENDS

THE ELDEST SON

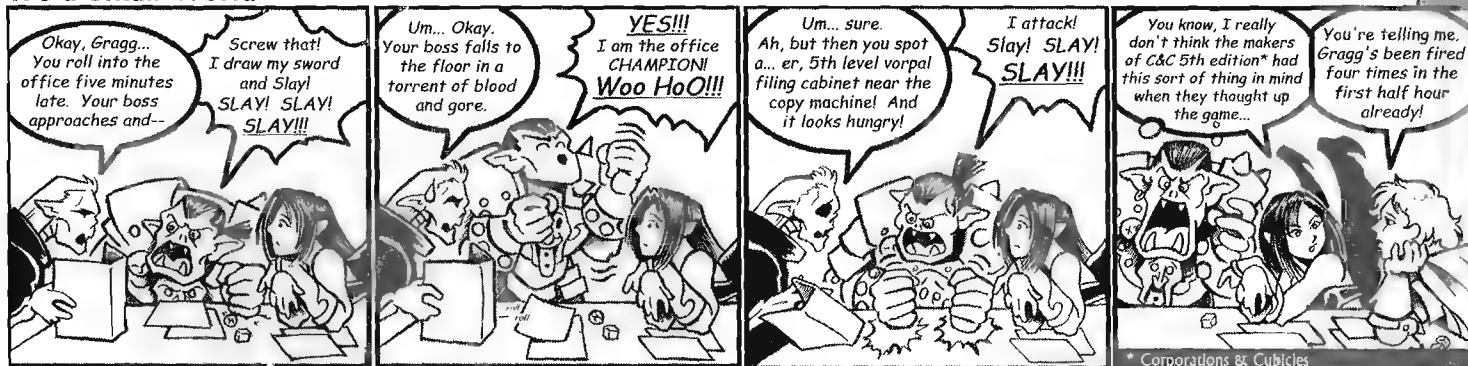
Available Fall 2001

Product 11001

This is the first d20 System adventure for Reaper's Dark Heaven Legends role playing line of games and accessories. The Eldest Son finds the characters in search of the oldest brother of a noble family who has gone missing in a large city. The trail will lead the characters from the university, to a convent, to several seedy taverns before ending in a deadly finale. Will the characters be able to save the eldest son? An adventure for low level characters.

BRAIN PRESS

It's a Small World



How to Brighten Your Day by Annoying Others

- * In the memo field of all your checks write "for sensual massage".
- * Specify that your drive-through order is "to go".
- * Reply to everything someone says with "That's what YOU think."
- * Practice making fax and modem noises
- * Make beeping noises when you back up.
- * Signal that a conversation is over by clamping your hands over your ears.
- * Ask people what gender they are.
- * While making presentations, occasionally bob your head like a parakeet.
- * Sing along at the opera.
- * Go to a poetry recital and ask why each poem doesn't rhyme.

Things You Think but Don't Say

- * I don't know what your problem is, but I bet it's hard to pronounce.
- * How about never? Is never good for you?
- * I'll try being nicer if you'll try being smarter.
- * It sounds like English, but I can't understand a word you're saying.
- * I can see your point, but I still think you're full of crap.
- * I like you. You remind me of when I was young and stupid.
- * What am I? Flypaper for freaks!?
- * I'm not being rude. You're just insignificant.
- * Ahh... I see the screw-up fairy has visited us again!
- * Someday, we'll look back on this, laugh nervously and change the subject.

It's a Small World



CAV

COMBAT ASSAULT VEHICLE

65,000 ROUNDS OF PURE ATTITUDE!

Reaper's new Mecha combat game!

**Solid rules for both normal miniature tabletop play
and hex tabletop play.**



**07001
Mark IV
Specter**



**07003
Mark IV
Wraith**



**07002
Koda-Works
Dictator**



**07004
Koda-Works
Vanquisher**

07001 KDM
Specter \$ 9.95

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Groundhog APC 10.99

07700 CAV
Rulebook 24.95

Each model includes its own
hex base

07010 Borsig-Spline Scorpion

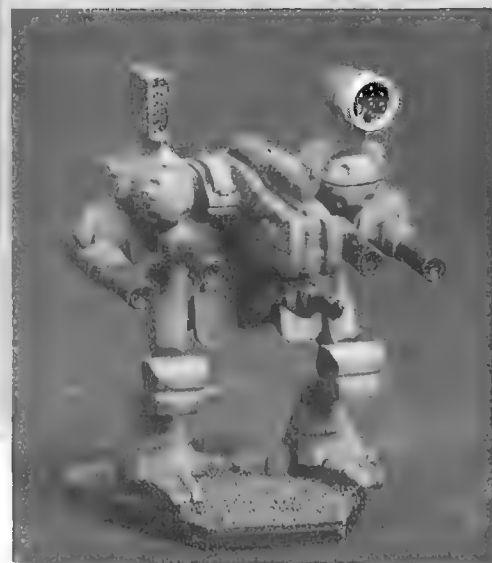


07009 SyRam



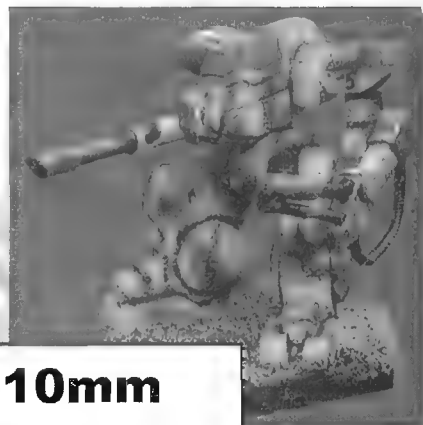
Starhawk V

07005 Koda-Works



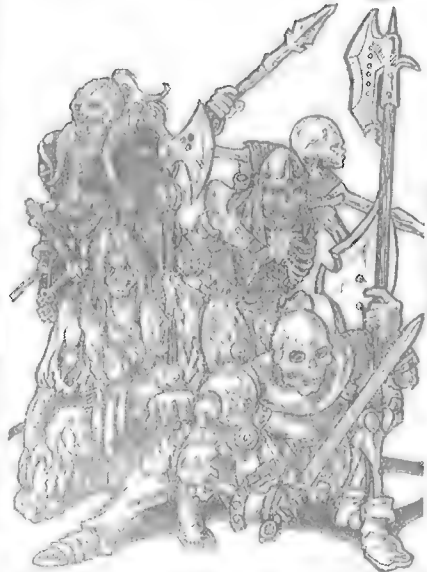
Tyrant

07006 KDM Puma



Scale - 1/160 or N-Scale or 10mm

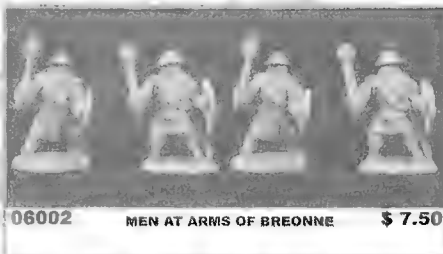
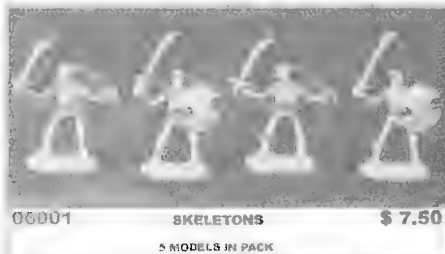
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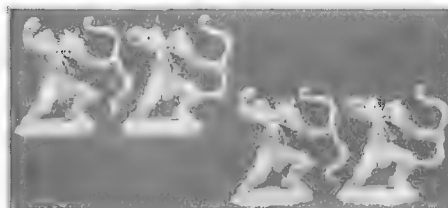


DARK HEAVEN DHA APOCALYPSE DELUXE ARMY PACKS

ALL PACKS CONTAIN FOUR FIGURES
UNLESS OTHERWISE NOTED

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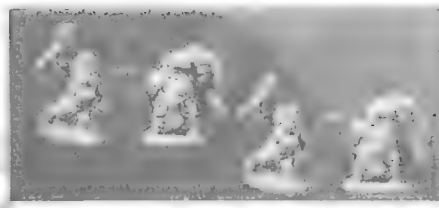




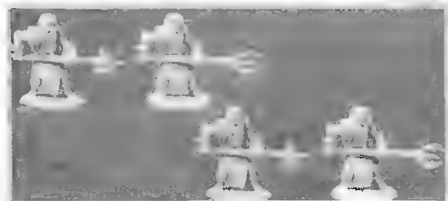
06016 ORC ARCHERS \$ 7.50



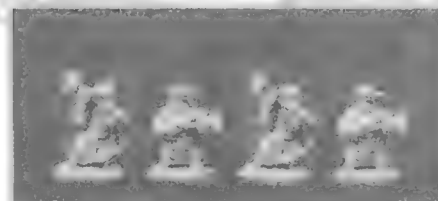
06017 ORCS W/ AXES \$ 7.50



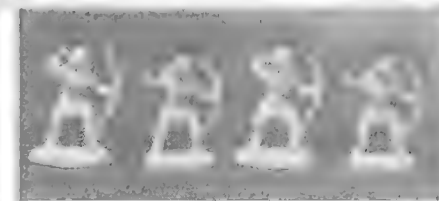
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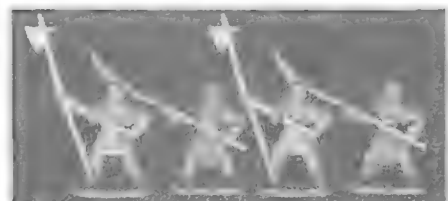
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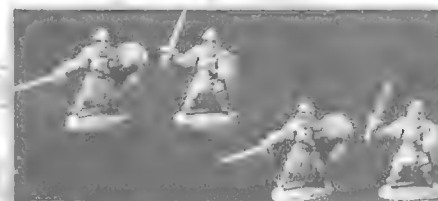
06020 DWARVEN HAMMERS \$ 7.50



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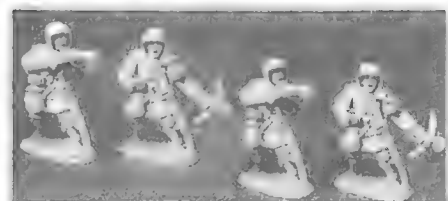
06022 MEN AT ARMS W/ POLEARMS \$ 7.50



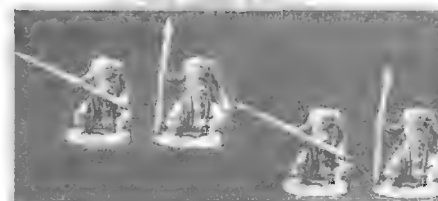
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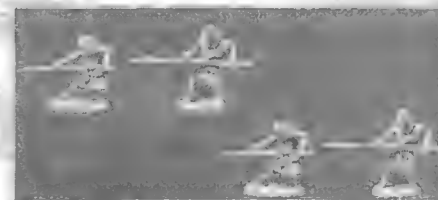
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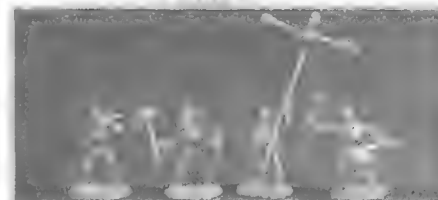
06029 HIGHLANDERS W/SPEARS \$ 7.50



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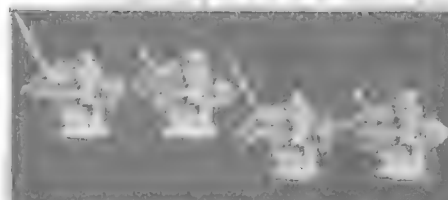
06031 SKELETAL CROSSBOWMEN \$ 7.50



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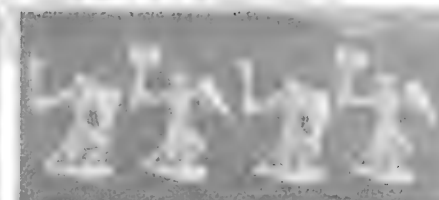
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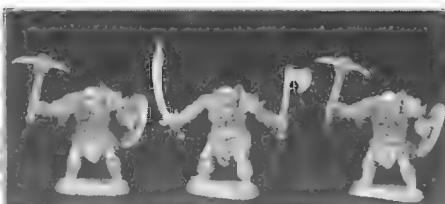
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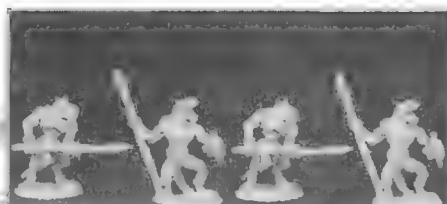
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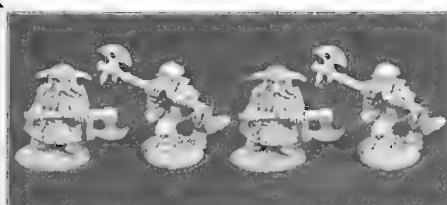
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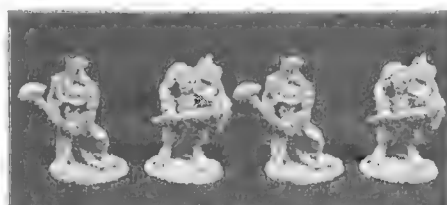
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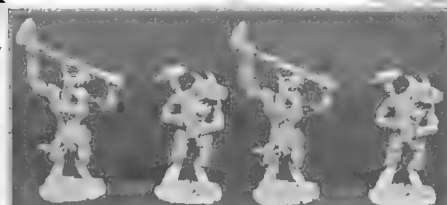
06046 LIZARDMEN ARCHERS \$ 7.95



06047 LIZARDMAN COMMAND \$ 7.50



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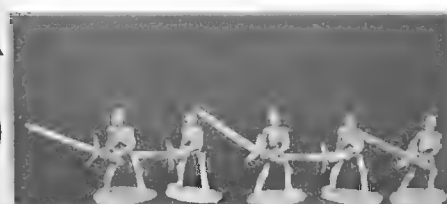
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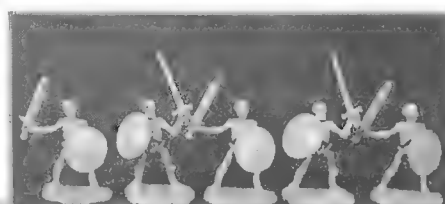
06050 LIZARDMAN WARRIORS \$ 7.50



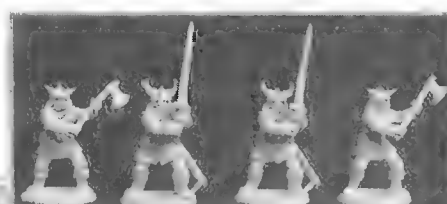
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SHADOW

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15mm fantasy figures
by the H.G. Wells
award winning
sculptor Rene Perez

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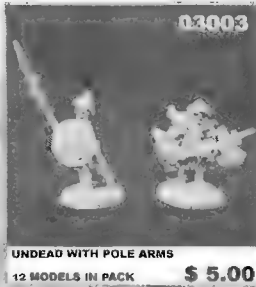
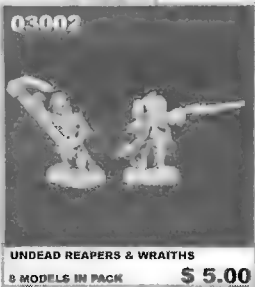
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03026
MTD. DWARVEN BESERKERS
4 MODELS IN PACK **\$ 5.00**



03027
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COMMAND SET
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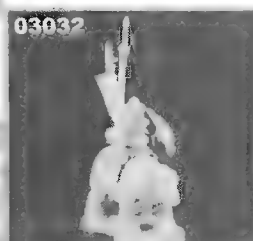
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ON RAMS
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DWARVEN HEAVY CAVALRY ON
BEARS COMMAND SET
2 MODELS IN PACK **\$ 5.00**



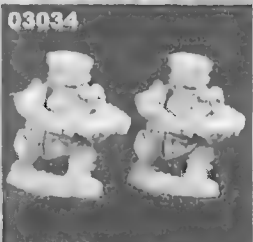
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DWARVEN HEAVY CAVALRY ON
BEARS WITH SWORDS
3 MODELS IN PACK **\$ 6.00**



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DWARVEN HEAVY CAVALRY ON
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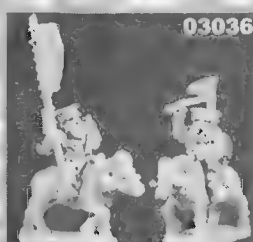
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DWARVEN SHOCKTROOPERS
10 MODELS IN PACK **\$ 5.00**



03034
DWARVEN SHOCKTROOPER
CROSSBOWMEN
10 MODELS IN PACK **\$ 5.00**



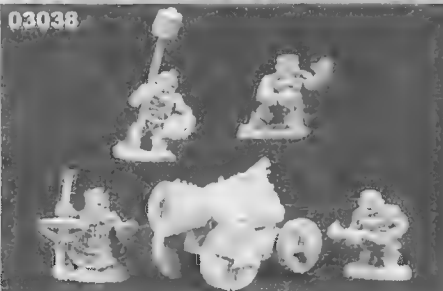
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DWARVEN SHOCKTROOPER
HANDGUNNERS
10 MODELS IN PACK **\$ 5.00**



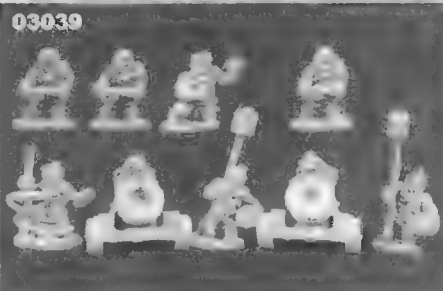
03036
DWARVEN SHOCKTROOPERS CAVALRY
ON RAMS
4 MODELS IN PACK **\$ 5.00**



03037
DWARVEN SHOCKTROOPER CAVALRY
ON SABERTOOTH TIGERS
2 MODELS IN PACK **\$ 6.00**



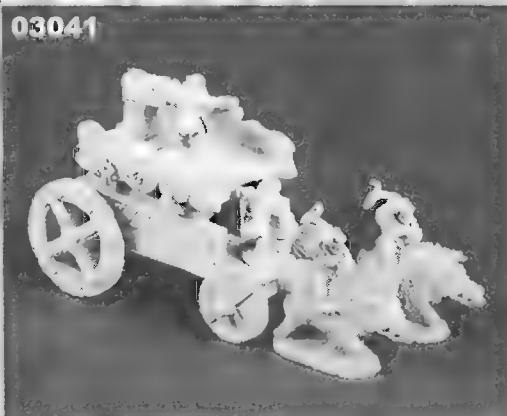
03038
DWARVEN ARTILLERY WITH CREW
1 GUN & 4 CREW IN PACK **\$ 6.00**



03039
DWARVEN MORTAR WITH CREW
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03040
GOBLIN ARTILLERY WITH CREW
3 GUNS & 6 CREW IN PACK **\$ 5.00**



03041
GOBLIN WAGON WITH CREW
1 COMPLETE MODEL IN PACK **\$ 9.00**



03042
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1 COMPLETE MODEL IN PACK **\$ 7.00**

03043



ORC ARTILLERY AND CREW

1 GUN & 4 CREW IN PACK

\$ 6.00

03044



ORC MORTAR AND CREW

2 GUNS & 7 CREW IN PACK

\$ 6.00

03045



ORC INFANTRY

10 MODELS IN PACK

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03046



ORC BOWMEN

8 MODELS IN PACK

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03047



BLACK ORC COMMAND

8 MODELS IN PACK

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03048



ORC W/TWO HANDED WEAPONS

10 MODELS IN PACK

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2 MODELS IN PACKS

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8 MODELS IN PACK

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03051



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8 MODELS IN PACK

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03052



BLACK ORC BOWMEN

8 MODELS IN PACK

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BLACK ORC COMMAND

8 MODELS IN PACK

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03054



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2 MODELS IN PACK

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ELEMENTALS (FIRE & EARTH)

2 MODELS IN PACK

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SHADOW CORPS

15mm FANTASY MINIATURES

03058



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2 MODELS IN PACK

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Large Blister	=	2 Points
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The Swag

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00910 CAV T-Shirt (Black) (M)	75 Points
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00914 Reaper Cap	90 Points
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00915



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00901

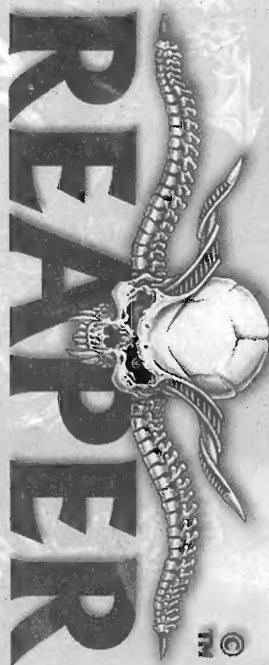


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HAVE A GREAT FALL!



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